Application or Docket Number

PATENT APPLICATION FEE DETERMINATION RECORD

Effective January 1, 2003

848075-0048

		SMALL ENTITY TYPE		OR	OTHER THAN OR SMALL ENTITY					
TOTAL CLAIMS			16			RATE	FEE		RATE	FEE
FOR			NUMBER F	ILED NUMB	ER EXTRA	BASIC FEE	375.00	OR	BASIC FEE	750.00
TOTAL CHARGEABLE CLAIMS			16 minus 20= * _			X\$ 9=		OR	X\$18=	
INDEPENDENT CLAIMS			4 minus 3 = * /			X42=		OR	X84=	84
MULTIPLE DEPENDENT CLAIM PR			RESENT			+140=		OR	+280=	<u> </u>
* If the difference in column 1 is le			ess than zero, enter "0" in column 2			TOTAL		OR	TOTAL	834
CLAIMS AS AMENDED - PART II							•	; !	OTHER	02/
		(Column 1)	(Column 2) (Column 3)			SMALL E	SMALL ENTITY			ENTITY
AMENDMENT A		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
NDN	Total	*	Minus	**	=	X\$ 9=		OR	X\$18=	
ME	Independent	*	Minus	***	=	X42=	•	OR	X84=	
Ľ	FIRST PRESE	NTATION OF M	ULTIPLE DEF	PENDENT CLAIM		440			.000	
						+140=		OR OR	+280= TOTAL	-
ADDIT. FEE									ADDIT. FEE	
_	(Column 1) (Column 2) (Column 3) CLAIMS HIGHEST									
AMENDMENT B		REMAINING AFTER AMENDMENT		NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	*	Minus	**	=	X\$ 9=		OR	X\$18=	
	Independent	*	Mînus	***	=	X42=		OR	X84=	
Ľ	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							1		
						+140=	:	OR	+280=	
						ADDIT. FEE		OR	TOTAL ADDIT. FEE	
		(Column 1)		(Column 2)	(Column 3)		<u> </u>		·	s . s
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA	RATE.	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
NO.	Total	*	Minus	*	=	X\$ 9=		OR	X\$18=	
置	Independent	*	Minus	***	-	X42=			X84=	
lacksquare	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM							OR	A04=	
+140≐								OR.	+280=	
* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE								OR	TOTAL ADDIT FEE	
AA.	ADDIT. FEE									